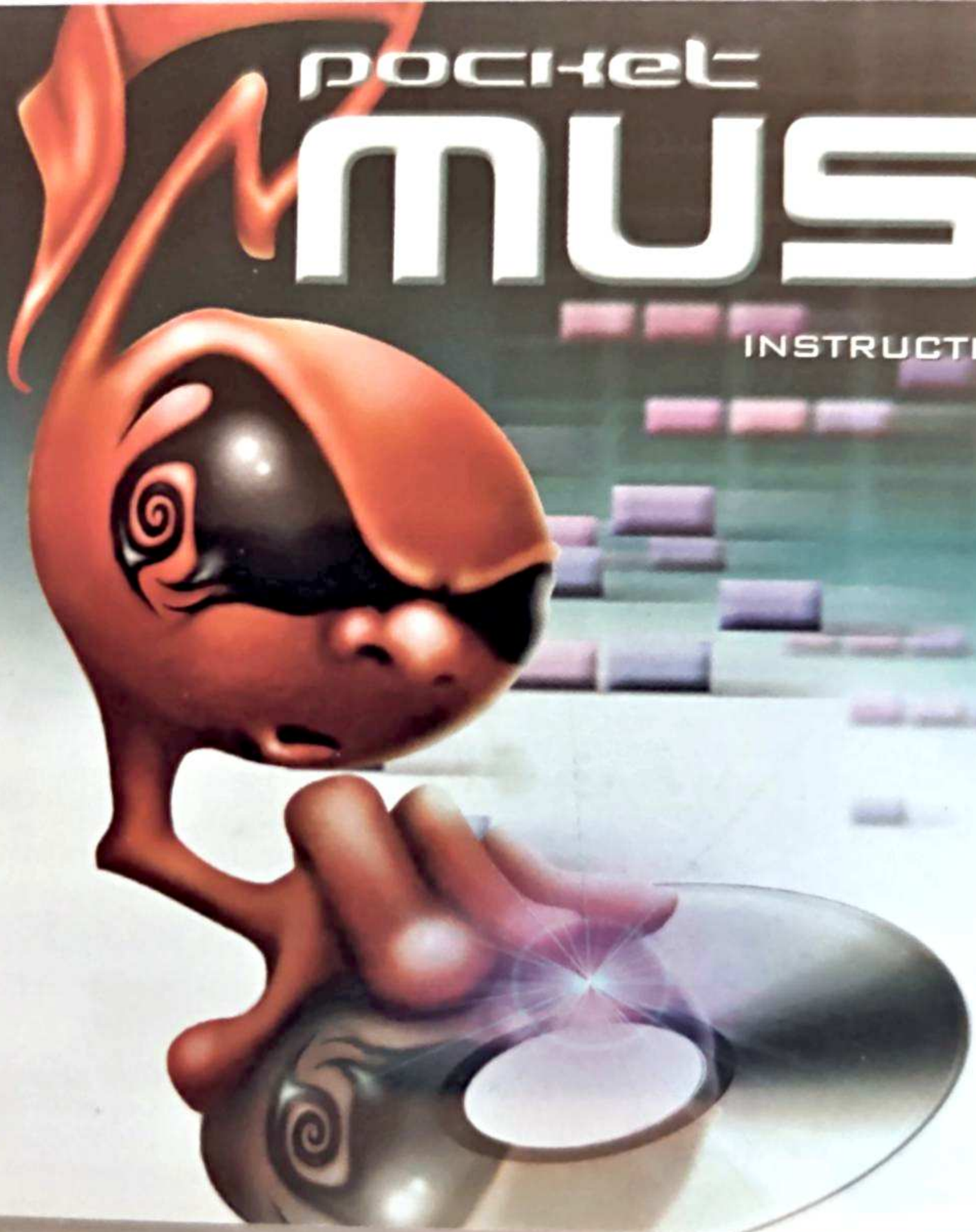
GAME BOY ADVANCE™

AGB-AP9P-EUR

pocket MUSIC

INSTRUCTION BOOKLET



JESTER

Rage

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Nintendo

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DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TIBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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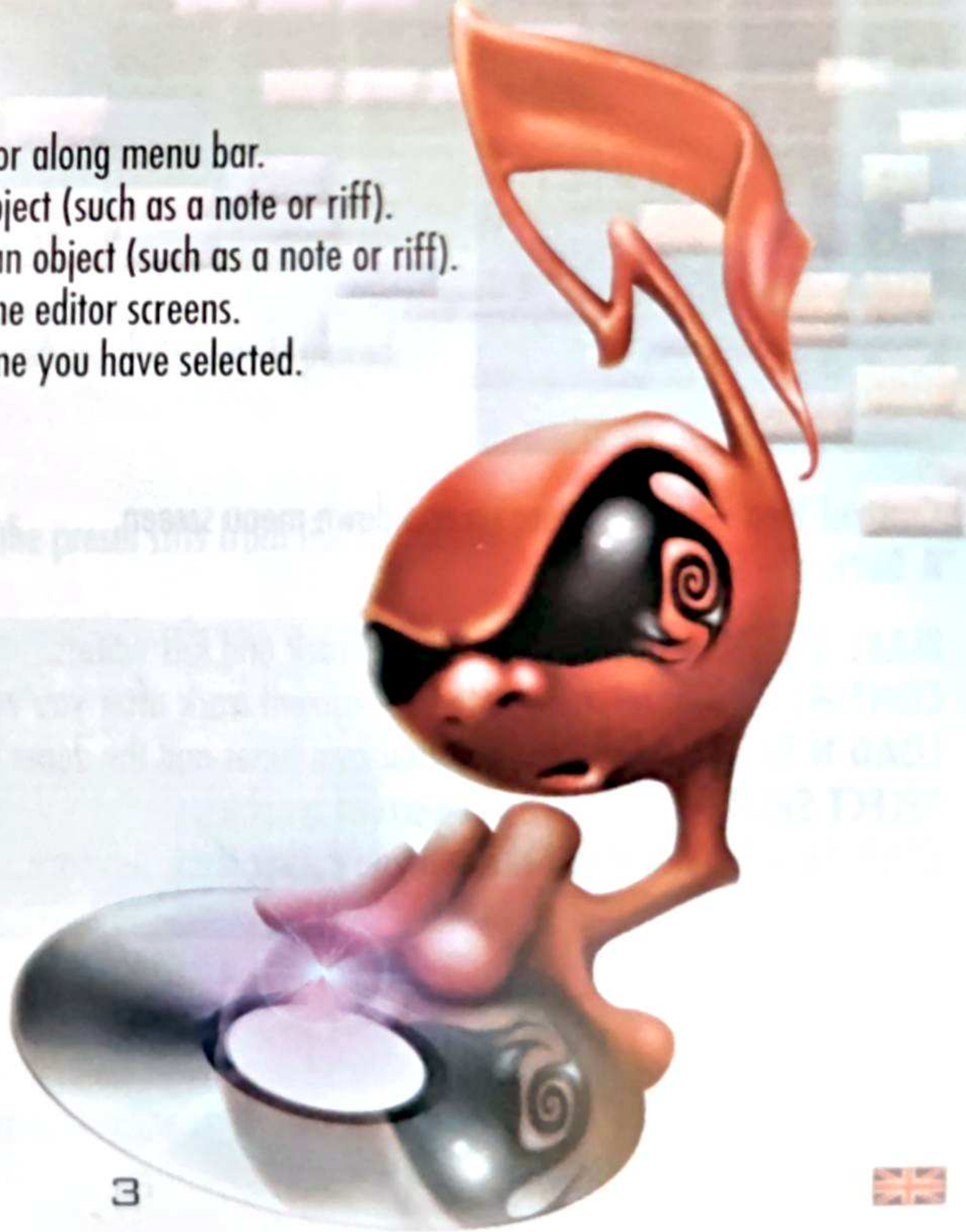
Game Controls

Control Pad – Moves cursor around screen or along menu bar.
A Button – Selects an option or places an object (such as a note or riff).
B Button – Deselects an option or removes an object (such as a note or riff).
L Button – Toggles between the menu and the editor screens.
R Button – Plays back the sample, riff or tune you have selected.
Select – Renames a riff.
Start – Clones a riff.



Main Menu

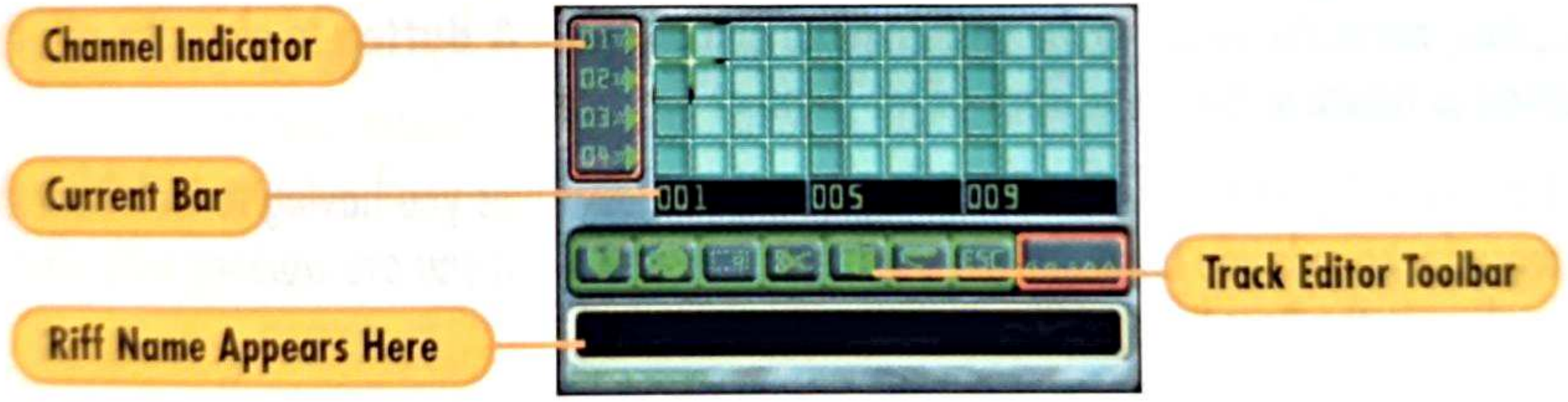
Control Pad – Moves cursor up and down menu screen.
A Button – Selects option.

MAKE MUSIC – This takes you to the Track and Riff editors.
CONTINUE – This returns you to your current track after you've left the track editor.
LOAD N SAVE – Load and save your own tunes and the demo tracks.
SELECT SKIN – Your choice of on-screen graphics.
CREDITS – The talent that brought you Pocket Music Advance.

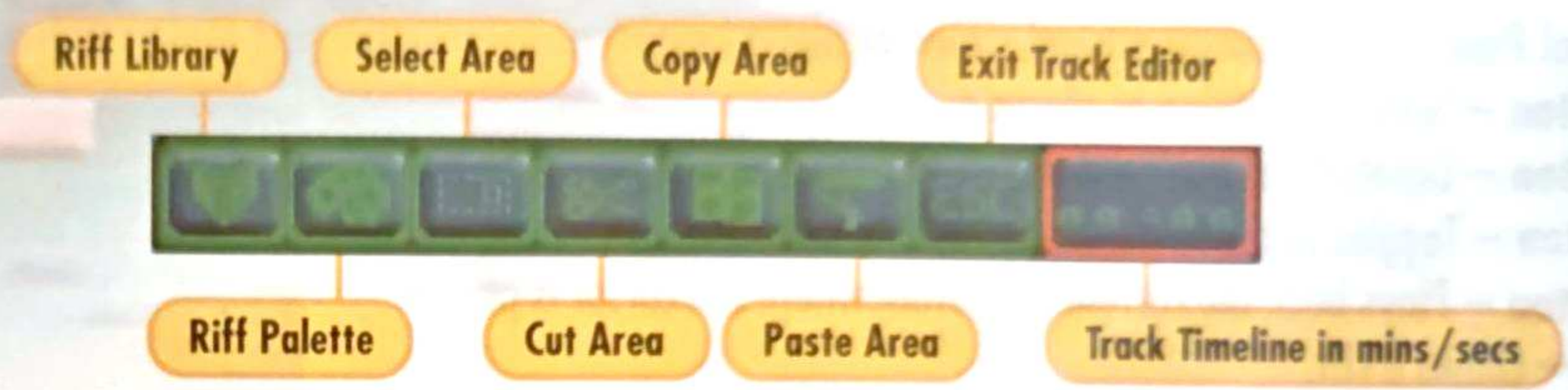
Make Music

Control Pad – Moves cursor around screen or along menu bar.
A Button – Selects an option or places a riff.
B Button – Deselects an option or removes a riff.
L Button – Toggles between the menu and the editor.
R Button – Plays back the current tune from where the cursor is placed.
Start – Clones a riff.
Select – Allows you to rename a riff.

Here you can compose your own music using the preset riffs from the Riff Library.



Track Editor Toolbar



Riff Library – Contains a library of preset riffs. Press the **R Button** to hear the highlighted riff, press the **A Button** to select the riff. You will then be taken to the Riff Palette where you can select a position (by using the **Control Pad** and the **A Button**) to store the selected riff. Once back in the Track Editor, move the cursor to the desired place and press the **A Button** to place the riff. Press the **B Button** to return to the main Track Editor Menu at any time.

Riff Palette – Stores all riffs used in the current tune. This saves you having to look back through the library for sounds you have already used. This is handy when you are working with often used Riffs, such as in the Bass line.

Select Area – Lets you select part of a song. Choose Select from the menu, move the cursor to the top left corner of the section you wish to select and press the **A Button**; move the cursor to highlight the area you wish to Select; then press the **A Button** again. The area is now selected, and you will be returned to the Track Editor menu. If you press the **B Button** at any point, the area will be de-selected.

Cut Area – Once you have used Select Area on a section of a song, you can delete this section by selecting Cut Area on the Menu bar. However, you can also move sections of a song. First use Cut Area to remove the section, then use Paste Area to place the section in its new position.

Copy Area – Copy area works much the same as Cut area, except that, instead of removing the selected area from your song, the area will be copied to memory, so you can paste it down many times to create a beat for your song.

Paste Area – Lets you move part of a song from one place to another. Used in conjunction with Select Area and Cut Area. To activate this, select the Paste item from the Menu, and you will be returned to the main track editor grid in paste mode. Whenever you press the **A Button**, you will paste down the most recent Cut or Copied song data you previously stored. The top left corner of the selected area will appear where your cursor is. You cannot paste one Riff over another, you must delete the existing Riff first. To exit paste mode, Press the **B Button**.

Exit Track Editor – Returns you to Main Menu. From here you can go back to your current song by selecting CONTINUE.

Track Editor Quick Start

Press the **L Button** to highlight the menu bar.

Press the **A Button** to bring up the Riff Library.

Use the **Control Pad** to scroll down and across through the various libraries of Sounds.

Pressing the **R Button** allows you to hear a highlighted Sound.

Find the TECHNO - HOUSE library and listen to the 42THEFLOOR riff.

Use the **A Button** to select this sound. In the Track Editor screen, move the cursor to the fifth square (bar) along the 1st channel. Press the **A Button** to place the riff down, and continue to do this for the next 8 bars.

Repeat the above, selecting 'SNARE 2 4' riff from the TECHNO - HOUSE library. On the 2nd channel, starting at the 1st bar, place this riff down for 12 bars (ie level with the end of the last 42THEFLOOR riff).

Then choose the 'BUILD CLAP' riff from the same library and place this in the 4th bar only, on the 3rd channel. In bars 5 to 12 of the 3rd channel, you should place the 'ACEED' riff, again from the TECHNO – HOUSE library. Finally, choose the DRIVETABLA riff and place this for just the first 4 bars of the 4th channel.

Your track editor screen should now look like this:

Move the cursor back to the far left and press the **R Button** to hear your new creation! This is just a tiny example of the songs you can create with **Pocket Music Advance**.

Move the cursor all the way to the bottom (7th) channel, and press the A Button, you can alter the BPM, using the Left and Right arrows on the Control Pad. Try changing the BPM to 60…

Load N Save

Control Pad – Moves cursor left & right along the four options at the bottom. Once you've selected an option (press the **A Button**) press left and right to move between demo songs and your own songs, and up and down to select individual songs.

A Button – Selects option.

B Button – Goes back to bottom four options.

Demo songs – 10 songs have been included to show you the range and versatility of **Pocket Music Advance**

User songs – these are the songs you create and save yourself.

LOAD – This will load a demo song or previously saved user song from memory.

SAVE – This will save your current song to memory.

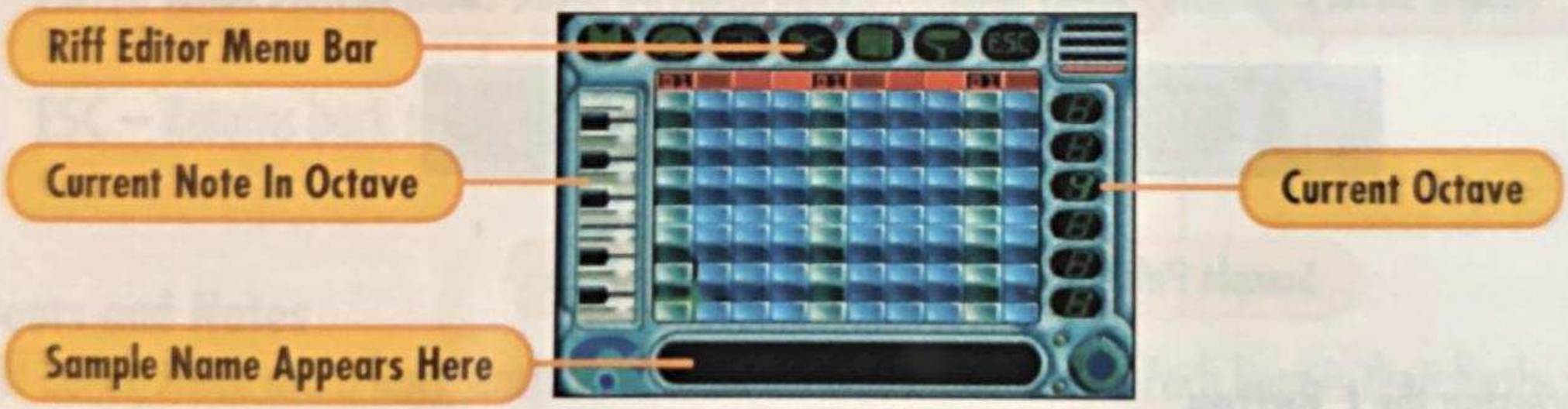
– This will delete a previously saved song from memory.

ESC – This takes you back to the Main Menu.

Riff Editor

Once you have got used to creating songs using the preset Riff Library, you can try making your own Riffs, or editing the Riffs included in the Riff Library. With the Riff Editor you can build up Riffs from over 570 individual samples. You can access the Riff Editor from the Track Editor by holding down the **A Button**.

If you hold down the **A Button** over a riff in the track editor, you can edit that riff, or if you hold down the **A Button** over a blank space on the track grid, you will be presented with a Riff Naming window, followed by an Icon Select window, and finally you will be asked to choose a position in the palette for your Riff. Once you have completed this selection process, you will be presented with the Riff Editor screen so you can create your own Riff.



Control Pad – Moves cursor around screen or along menu bar.
A Button – Selects an option or places a riff – if the **A Button** is held down and the cursor moved left or right, the user will make a multi-length note. This is a note that has a much longer sound than single block notes.
B Button – Deselects an option or deletes a note.
L Button – Toggles between the menu and the editor.
R Button – Previews a Riff that you have created, or previews a sample.

Riff Editor Menu Bar

Access this by pressing the **L Button**.

Sample Library – Accesses library of noises from which you can create your riff.

Sample Palette – Stores all sounds used in the current song, to save you searching the libraries for the sounds you used earlier. There is a limit of 99 samples per song.

Select Area – Works the same way as the Track Editor Select command.

Cut Area – Works the same way as the Track Editor Cut command.

Copy Area – Works the same way as the Track Editor Copy command.

Paste Area – Works the same way as the Track Editor Paste command.

ESC – Returns back to the Track Editor, taking your new riff with you.

Bars, Beats and Notes

In the Riff Editor, there are 8 bars, each of which is divided into 4 beats. Each beat is then further divided into 4 notes. Each individual square signifies one note; each coloured band signifies one beat; the numbered squares at the top indicate which bar you are in. The Riff Editor allows you to place sounds in each one of 16 positions (notes) within one bar, and to create a riff up to 8 bars long.

Octaves

Each note can be placed anywhere on a six octave scale. The current octave is indicated by the highlighted number on the right side of the screen. Your default starting note is 'middle C' – bottom left corner, 4th Octave.

Riff Editor Quick Start

When in the Riff Editor, press the **L Button** to bring up the Riff Editor Menu bar. Select the Sample Library and scroll down and across through the various sounds. Pressing the **R Button** allows you to preview a highlighted Sound. Use the **A Button** to select the sound you want. You will then go to the Sample Palette, where you can choose a position to store your current sample. Select the position with the **A Button** and you then come back to the Riff Editor screen.

Move around the screen using the **Control Pad**; Left & Right will move between the 8 bars, and Up & Down will move between the 6 octaves. Press the **A Button** when the note is in the desired place and octave. Remember, one small block is only 1/16th of one beat so will be very short! To make longer notes, hold down the **A Button** and scroll along with the **Control Pad**.

When you are finished, move the cursor back to the far left and press the **R Button** to hear your riff.

Remember, there are 16 notes to one bar in Pocket Music. So if for example you were creating a steady drum beat of 1, 2, 3, 4…, you would place your notes only on the darker vertical bands of the Riff Editor screen. Try it and listen.

When you are happy with your new riff, select Exit Riff Editor ( ). You will then be taken back to the Track Editor, and will be able to use your new Riff in your current song. Press the **R Button** to hear your new creation!

PARAMETERS

Each individual sample in the Riff Editor can be further modified by adjusting its Parameters. When the cursor is on the Riff Editor Menu Bar, press down on the **Control Pad** to access the Parameters Toolbar.

Control Pad – Scroll along the toolbar by pressing Left or Right.
A Button – Selects the Parameter Toolbar function.
B Button – Deselects the Parameter Toolbar function.
L Button – Goes straight from Parameter Toolbar to Riff Editor.
R Button – Plays back the current Riff from where the cursor is placed.

Note Repeat – When switched on, you can edit your note position down to an accuracy of 64ths of a note, or convert to triplets. When using triplets only the first three note repeat lights are available. These very short notes could be used for fast drum fills, for example.

Sample Offset – This lets the user use a smaller part of a selected sample. If for example you had a vocal sample that said "Everybody in the House", using Sample offset, you could cut down this sample so it said "In th House", or even just, "House".

ADSR & V – This allows you to change the Attack, Decay, Sustain & Release and Volume of the note.

Attack – The time it takes for the sound to change from silent to its loudest level.
Decay – The time it takes for the sound to go from its loudest level to its sustained volume.
Sustain – The volume of the sound through the main part of its length.
Release – The time it takes for the sound to go from its sustained level to zero at the end of the sound.
Volume – Sets the note's volume

Vibrato – This is a special effect, which makes the sound wobble. The first bar sets the speed and the second sets the depth.

Pitch Bend – When switched on, it will alter the pitch between notes so that it goes from the current note's pitch and bends up/down to the pitch of the next note.

Select Skin

Press Left or Right on the **Control pad** to view the seven available skins for **Pocket Music Advance**. Press the **A Button** to select your choice. When you go into MAKE MUSIC, the Track Editor will have changed appearance...

Glossary

16th – 1/16th of a Bar or one note. There are four notes to a beat, and four beats to a bar, hence 1/16th. (see BPM, Bar and Note Timing for more details).

ADSR – Attack, Decay, Sustain and Release or Volume. See the section on ADSR for a fully detailed explanation.

Bar – A Bar is a musical term which really just means a grouping of notes, like a sentence or paragraph in writing. In Pocket Music a bar is made up of four beats (see BPM).

BPM – Beats Per Minute. In dance music a beat is when the kickdrum is heard.

Channel – There are 6 music channels. In musical terms by 'channel' we mean 'voice'. So if you'd like to compare it to singers, we have 6 individual 'singers' who can sing different notes at any one time.

Frequency – All musical notes have a certain pitch or 'tone' to them. Frequency is the technical term for this.

Note Timing – Songs in Pocket Music are all written in 4/4. This means that each bar is 4 beats long and 4 notes can be placed within each beat. This gives a total of 16 notes per bar. So without using Note Repeat Pocket Music uses 16ths. Using the Note Repeat function this can be changed: you can do this with a series of on/off toggles, 4 when in fourths and three when in thirds
1 toggle equals 16 notes per bar or 16ths – this is the default setting.
2 toggles doubles the amount of notes played within the bar to 32 or 32nds.
3 toggles triples the amount of notes played back within the bar to 48 or 48ths.
4 toggles quadruples the amount of notes played within the bar to 64 or 64ths.

Octave – This means that a note is exactly double in pitch from another note. In the Riff Editor the keyboard to the left has all the notes in an 'octave' on it. So, if you take the green cursor all the way to the top it pops back at the bottom and you'll have gone up one octave. The best way is to learn by example, so put a note in the Riff Editor at C3 (bottom note on the keyboard with the 3 icon lit on the left) and then go up so the crosshair loops back to the bottom and put a note at C4 (bottom note on the keyboard with the 4 icon lit on the left). Now play it and hear the difference.

Riff – A riff is a collection or sequence of notes.

Palettes – This means a selection of colours. In the same way an artist has a palette with various paints on. In Pocket Music this is a selection of riffs.

Pitch Bend – This means to go from one note to another by sliding up or down in pitch. Try whistling a note and then without stopping, go to another note. If you listen carefully you are actually sliding from one note to another. This is in contrast to a Piano, which can only play single notes, i.e. you can't slide from one note to another. **Pocket Music Advance** can!

Triplets – Normally when writing dance music, notes are rigidly played on 16ths (see 16th) or even 32nds or even 64ths! However, musical styles such as Trip Hop or Garage need a 'funky' element to them. This is where triplets come in. Triplets give music a 'looser' feel which can be put to great use, that's why **Pocket Music Advance** supports them!

Vibrato – This is the 'wobbling' of a note in pitch. You'll notice that most singers 'wobble' the note they're singing as do some people when they whistle. Pocket Music Advance allows you to add this 'wobble' or vibrato to any of your notes.

⚠ WARNING – REPETITIVE STRAIN

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.